

The following Listing of Claims will replace all prior versions, and listings, of claims in the application.

LISTING OF CLAIMS:

1. (Currently Amended) A non-transitory computer readable medium storing a video game program that causes for causing a computer to implement a video game that is ~~can be~~ executed by means of a controller, in which a character and a moving object are displayed on a monitor, and the moving object is dispatched by the character having a dispatching form that is a posture of the character at a point of dispatching the moving object, the video game program comprising:

code programed to receive a first request receiving function for receiving an operation initiation request from the controller in order to cause the character to initiate a dispatch operation until the moving object is dispatched;

code programed to display an operation display function for continuously displaying the dispatch operation of the character on the monitor when ~~the first request receiving function has received~~ the operation initiation request is received;

code programed to receive a second request receiving function for receiving a request to dispatch the moving object from the controller when the dispatch operation of the character is continuously displayed on the monitor ~~by the operation display function~~;

code programed to set the a moving object control function for setting point of dispatching the moving object from the character according to a timing at which ~~the second request receiving function received~~ the dispatch request is received, and to set setting extend of deviance in a trajectory of the moving object between the point and a destination based on the dispatching form of the character wherein of a destination, and controlling the moving

object is controlled to move ~~which moves~~ from the point to the destination on the basis of the deviance;

code programed to display a moving object display function for displaying the moving object controlled ~~by the moving object control function~~ on the monitor;

the code programed to set the point of dispatching the moving object including code programed to control the moving object control function setting and controlling the deviation of the moving movement object in the trajectory at the destination on the basis of the dispatching form of the character, and controlling the point of dispatching the moving object when the dispatch operation of the character is continuously displayed on the monitor ~~by the operation display function~~.

2. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, further comprising

code programed to receive a third request receiving function for receiving a destination indicating request and a trajectory properties specifying request from the controller in order to indicate the destination and to specify the trajectory properties of the moving object up to the destination, before ~~the first request receiving function receives~~ the operation initiation request is received; wherein

~~the moving object control function controls~~ the movement of the moving object is controlled according to the destination indicating request and trajectory properties specifying request received ~~by the third request receiving function~~.

3. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, further comprising

code programed to store a dispatch storing function for storing dispatch information
for the character, wherein

the code programed to set the point of dispatching the moving object from the
character includes code programed to reference the moving object control function references
the dispatch information stored ~~in the dispatch storing function~~ and to control controls the
movement of the moving object.

4. (Currently Amended) The non-transitory computer readable medium storing
the video game program according to claim 1, wherein

the code programed to set the point of dispatching the moving object from the
character includes code programed to establish the deviation the moving object control
function establishes the extent of the displacement of the moving object in the trajectory at
the destination of the moving object and to control controls the movement of the moving
object, in accordance with the dispatch position of the moving object at the character at the
time at which ~~the second request receiving function has received~~ the dispatch request is
received.

5. (Currently Amended) The non-transitory computer readable medium storing
the video game program according to claim 1, further comprising

code programed to display a first timing display function for displaying a timing
indicator that shows the timing at which the moving object is to be dispatched, after ~~the first~~
~~request receiving function has received~~ the operation initiation request is received.

6. (Previously Amended) The non-transitory computer readable medium storing the video game program according to claim 5, wherein

the timing indicator is displayed in conjunction with the dispatch operation of the character.

7. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, further comprising

code programed to display a second timing display function for displaying, with text or an image, favorable or unfavorable results of the timing at which the moving object was dispatched.

8. (Currently Amended) The non-transitory computer readable medium storing the video game program according to claim 1, wherein

the speed of the moving object is determined by operating the controller from when ~~the first request receiving function receives~~ the operation initiation request is received until ~~when the second request receiving function receives~~ the dispatch request is received.

9. (Canceled).

10. (Currently Amended) A video game method that executes ~~can execute~~, by means of a controller, a video game in which a character and a moving object are displayed on a monitor, and the moving object is dispatched by the character being with a dispatching form that is a posture of the character at a point of dispatching the moving object, the video game method comprising:

receiving an operation initiation request from the controller in order to cause the character to initiate a dispatch operation until the moving object is dispatched;

displaying continuously the dispatch operation of the character on the monitor when the operation initiation request has been received;

receiving a request to dispatch the moving object from the controller when the dispatch operation of the character is continuously displayed on the monitor;

setting the point of dispatching the moving object from the character according to a timing at which the request to dispatch has been received;

setting ~~a extend of deviance~~ in a trajectory of the moving object between the point and [[of]] a destination based on the dispatching form of the character wherein the moving object is controlled to move from the point to the destination on the basis of the deviance; and

~~controlling the movement of the moving object which moves from the point to the destination on the basis of the deviance; and~~

displaying the moving object controlled by the moving object control function on the monitor,

the ~~setting controlling~~ the movement of the moving object includes ~~setting and~~ controlling the deviation of the moving object ~~in the trajectory at the destination~~ on the basis of the dispatching form of the character, and controlling the point of dispatching the moving object when the dispatch operation of the character is continuously displayed on the monitor.

11. (New) The non-transitory computer readable medium storing the video game program according to claim 1, wherein

the character has an ability in dispatching, and

the code programed to set the point of dispatching the moving object includes code programed to control the deviation of the moving object in the trajectory on the basis of the dispatching form of the character, and to control the point of dispatching the moving object when the dispatch operation of the character is continuously displayed on the monitor by the operation display function, and the ability.

12. (New) The non-transitory computer readable medium storing the video game program according to claim 11, wherein

the video game is a baseball video game,
the character is a pitcher in the baseball video game,
the moving object is a ball of the baseball video game, and
the ability is a kind of pitch which the pitcher throws.